

GATEWAY II

HOMEWORLD™

The Official Hint Book

from

Legend Entertainment Company

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CONTENTS

Author's Introduction	v
Puzzles and Answers.....	1
Puzzles	2
Vague Hints.....	8
Specific Hints	14
Answers	20
Scoring	29
Tips for Using Alternate Interfaces.....	34
Maps.....	38
Input Walkthrough.....	41

CONTENTS

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55
56	56
57	57
58	58
59	59
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62	62
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79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

AUTHOR'S

INTRODUCTION

Well, we tried to get a comment from Glen Dahlgren and Mike Verdu but they still have that glassy eyed stare that can only come from gazing at a computer screen for too many nights fortified with too much Coke and too much food having too few vitamins. They responded with what we believe are Heechee phrases before falling backwards into their respective piles of pizza boxes and papers.

So, while our esteemed authors are recuperating, on behalf of what is left of the company, we sincerely hope that you enjoy this game. Based on the universally enthusiastic reaction to the original game, *Frederik Pohl's GATEWAY*, we have tried to give you more of what you really enjoyed – deep space adventure, exotic new worlds, and stunning special effects. We hope we succeeded.

NOTES

1899

1. The first thing I noticed when I stepped out of the train was the cold. It was a sharp contrast to the warm, humid air of the South. I had heard that the weather in the North was harsh, but I didn't realize just how cold it would be. The wind was biting, and the snow was falling in soft, white flakes. I pulled my coat tighter around me and shivered.

2. As I walked through the city, I noticed how different everything was. The buildings were taller and more imposing than anything I had seen in the South. The streets were wider, and the sidewalks were covered in a thick layer of snow. I had never seen so much snow before. It was beautiful, but also a little intimidating. I felt like a small fish in a big pond.

3. I had heard that the people in the North were different, but I didn't realize just how different they were. They were more reserved and formal than the people in the South. They spoke in a different way, and they had different customs. I felt like I was in a completely new world. I was a little nervous, but also a little excited. I was going to experience something new, and I was going to learn a lot about myself and the world.

4. The first night I stayed in a hotel, I was a little uncomfortable. The beds were hard, and the pillows were stiff. The room was small, and the furniture was old. But the people who worked there were nice. They were friendly and helpful, and they made me feel like I was in a home. I was a little homesick, but I knew that I was going to be here for a while. I was going to make this my home.

5. The next day, I went to a park. It was a beautiful park, with large trees and a winding path. The snow was still on the ground, but the sun was shining. I walked along the path, looking at the trees and the flowers. I had never seen so many different kinds of trees and flowers before. I was in luck. I was going to see some of the best of the North.

PUZZLES AND ANSWERS

This section contains a *Puzzles* listing which includes all the puzzles in the game followed by specific questions on each, then a set of *Vague Hints*, *Specific Hints* and finally *Answers*. To use this section, first scan the *Puzzles* listing beginning on the next page and look for the puzzle you are having difficulty with. Then select your specific question and note the question number. Look up the answer in one of the three help sections: *Vague Hints*, *Specific Hints* or *Answers*.

For example, you may need help figuring out what to do in Mission Control. This is question number 4. Item number 4 under *Vague Hints*, *Specific Hints* and *Answers* will all correspond to this puzzle and will give you increasing amounts of help. To prevent you from inadvertently looking up an answer, we have added a vertical black bar along the edges of all the *Answers* pages.

PUZZLES

Part 1: Earth

1. How can I get out of my condo before the bad guys get me?
2. Why do I keep dying in the Conference Room, and what can I do about it?
3. How do I get the tuning fork?
4. What do I do in Mission Control?
5. How do I launch the Aquila?
6. How do I stop the terrorists from killing me before the ship takes off?
7. How do I disable the tram system?
8. The Aquila countdown has stopped. How can I get it started again?

Part 2: The Artifact

The Aft Section of the Artifact

9. What is wrong with Diana?
10. How do I cure Diana?
11. How do I get by the spider robot in the central corridor?
12. How do I work the equipment in the Terminal room?
13. How do I get past the bulkhead with the keypad in the northeast corridor?
14. How can I get past the portal in the obelisk room?

The First Zoo

15. How can I get past the blob in the first zoo?
16. How can I get past the spiny thicket?
17. How do I escape the ravenous dinosaurs?
18. How do I get the crystal rod back from the lizard?
19. How do I get one of the red crystal eggs?

The Second Zoo

20. How do I get past Oogah & Boogah, the two ape men?
21. How do I get past the ape man chief?
22. What do I do after the chief has thrown his dust in the fire?
23. How do I win the spear-throwing contest?
24. How do I go further into the cavern now that it is no longer guarded by the ape men and their chief?

The Third Zoo

25. How do I get past the nasty stinging creatures?
26. If I can't get by the stinging creatures, how do I get through this zoo?
27. How can I collect some insect creatures?
28. I've got the nasty creatures and I'm in the lab.
What's with this machine?
29. I don't understand how to operate the Genetic Inducer. How about giving me a guide to the interface?
30. I've got a cage full of lovable harmless creatures.
Now what?

The Forward Section of the Artifact

31. How do I kill the robot in the equipment bay?
32. I can't get at the gun. It's protected by some kind of force field.
33. I've got the gun, but I'm only doing partial damage to the robot. I wanna WASTE this sucka!
34. The Oldest One is sucking the air out of the ship. What do I do?
35. The Oldest One has started a countdown to an explosion that will destroy the ship. How can I stop it?
36. The Oldest One has killed Miki and resumed the countdown. Is this the end?
37. The Oldest One is finally dead and the Artifact is secured. How can I turn this baby around and head for home?
38. How can I figure out the course code for Earth?

Part 3: The Ice Planet

The Kord Village

39. I'm wandering around this frozen planet and can't find anything interesting. What do I do?
40. What do I do with the old kord?
41. What do I do with the artist kord?
42. What are the kords doing down in that fissure?
43. What is the meaning of the movie in the fissure?
44. What is the meaning of the movie the old Kord shows?
45. What is the meaning of the movie about the kords in the red crystal cave?

The Glacier

- 46. How can I find my way through the glacier maze?
- 47. How can I get some water from the spring to the glacier?
- 48. How do I open the hatch of the ship in the ice pit?
- 49. How do I get out of the pit?

The Monster in the Spring and Beyond

- 50. Do I need to go into all the ice caves?
- 51. How can I separate the dead kord from the red crystal wall?
- 52. How can I get past the monster in the pool?
- 53. How can I break through the ice on the cliff wall?
- 54. How do I get inside the dome in the Mountain Hollow?

The Rescue Station

- 55. I found a control module in the machine room. What does it do?
- 56. How can I turn on the rescue station's power?
- 57. How do I turn on the machine in the secret room?
- 58. How can I get into the access tunnel that leads north from the hangar?
- 59. How can I clear the lampreys out of the hangar?
- 60. I've got the lampreys out of the hangar, but I still can't make the ship take off. What gives?
- 61. How do I figure out what color is being displayed in the machine room, when I'm in the cockpit of the spaceship?

Part 4: Heechee Homeworld

The Lectures

62. What are the first things I should do when I get to the Heechee Homeworld?
63. I've given my first lecture. Now what?
64. How can I get away from my Heechee "escort" to go off to secret meetings?
65. How do I get under the Temple of Sterigma?

Fixing My Ship

66. How do I get the black box off the column at the dig site?
67. Where can I find a gravity lens?
68. How can I get across the river of sludge?
69. How do I get the gravity lens?
70. Where can I find a nav data chip?
71. How can I get into the command center in the hangar at the Administration Center?
72. How do I get the nav data chip?

Getting the Transwarp Drive

73. So Exegesis is really Convergence. What do I do now?
74. How can I get through the metal door into the secret building to the west of the quad?
75. How can I get Astatine's datastore off the wall?
76. How can I get the prototype?
77. So Raphide's a jerk and Astatine is dead. Now what do I do?
78. How do I get down the southeast corridor in the Administration Center?

- 79. I'm at the vault entrance, but I can't get at the index. What do I do?
- 80. Help! I've typed in Solifluction, and the index says it doesn't have that name.
- 81. I've got Solifluction's datafan, but now I can't get it past the vault entrance.
- 82. I've got Solifluction in my datastore. Now what?

Part 5: Endgame

- 83. Oh joy, I'm back on the Artifact. Now what?
- 84. How can I get past the guards?
- 85. How can I get a look inside that safe?
- 86. Now that the terrorist is gone, I still can't open the safe.
- 87. OK, so it's a voice-activated safe. How do I get it open?
- 88. I've finally opened the safe. Now what?

VAGUE HINTS

This section contains vague hints to assist you in solving the numbered puzzles beginning on page 2.

1. Forget the elevator. That's how the bad guys are coming.
2. You're dying for the same reason as the rats.
3. You'll need to disable that arm somehow.
4. Well, let's see. The Ambassador is dead, so you're the logical guy to take his place. And of course, you're under attack from a bunch of terrorists. What you need to do is to start the launch countdown and then hustle your butt onto the ship.
5. You're going to need a spec code to get into the system, and then an authentication code to launch the ship.
6. Listen to their radio transmissions on Frequency One.
7. You need something that will make a really big explosion.
8. The countdown was stopped because of a shortage of liquid oxygen in the fuel tanks.
9. Diana seems to be suffering from multiple wounds and what look like small bites.
10. Put the autodoc on Diana and look at it. Then give her the medicine that will address her symptoms.
11. Attacking it doesn't seem to do any good.
12. Open the access panel and take a look at what's inside.

13. Perhaps someone who has been on the ship longer than you have can help you out.
14. You'll need an object that you found somewhere else on the ship.
15. The blob doesn't want to hurt you.
16. You'll never be able to hack your way through there unaided.
17. First you need to buy a little time by climbing up that tree.
18. He seems to like red crystalline things.
19. The problem here seems to be that the tentacles are faster than you are. Perhaps you can find a way to slow them down.
20. You are a stranger to them, you have to make yourself more like them.
21. The cavern is a sacred place to him, because just beyond it is a place of mystery.
22. He is showing you the magic whereby he is empowered to be chief.
23. You'll never win unless you cheat.
24. It sure is dark in there.
25. There are too many of them to kill.
26. You need the help of a device that you have passed along the way.
27. There is a specimen box in the lab.

28. The machine is a Genetic Inducer. Manipulating the controls will change the physical characteristics of one of the animals in the cage.
29. The button in the upper left hand corner turns the machine on and off.
30. You only changed the genetic structure of one creature, yet they all seemed to change very quickly.
31. Spit at it?
32. The gun is being held down by a clamp. What you must do is release the clamp.
33. The robot keeps heading for the door every time you start to shoot him.
34. You need to disable the matrix in which the Oldest One lives.
35. Miki says that the Oldest One is now occupying the backup matrices of the Engineering systems.
36. The Oldest One is now occupying the last available matrix on the ship - the one that Miki was in.
37. You need to find the steering mechanism for the ship
38. You have seen the course code for Earth written down somewhere in the ship, although you may not have recognized it for what it was.
39. The ice planet is a big place. You may need to map it to properly explore it.
40. Go square dancing?
41. The artist is adept at making copies of things that he sees.

42. The fissure is the communal gathering place of the kords.
43. The white dust is the only food that the kords can eat.
44. It's his personal interpretation of the Birth of a Nation.
45. It is the Kord's version of "Gone With The Wind."
46. The slope in the floor always leads towards the center, which is where the ship lies.
47. You'll need to find something to carry it in.
48. The hatch code is written on the side of the ship. The problem is that it is no longer visible.
49. First, you need to open the access panel.
50. No. There is only one cave that is of interest.
51. You're going to need a tool.
52. The monster is genetically very similar to the kords.
53. You can't do it with your hands.
54. Take a look at that depression in the wall.
55. Press a few buttons and see what happens.
56. There is a hidden door in the machine room.
57. There is a handprint on the machine.
58. The tunnel is too small for you to fit into.
59. There is someplace in the facility that the lampreys are staying away from.

60. Look at the control panel. Have you seen that symbol anywhere else?
61. E.S.P.?
62. Read the message on the communicator in your quarters.
63. Why don't you just explore for a while.
64. He's pretty alert - it'll be hard to sneak out on him.
65. Macropteros told you that entry was based on the second verse of Sterigma's prophecies. The second verse is available from the prophet on the street corner.
66. If you press the red button, the column is going to want to collapse.
67. Looked at any good stars lately?
68. You will not be able to cross the River until after you have seen some very ancient ruins.
69. The lens is under the metal disk at the bottom of the shaft under the Place of Seeing.
70. Those kinds of things are generally found on ships.
71. You won't be able to get in until after you've seen some very ancient ruins.
72. The only available Nav Data Chips are in the probe ships on the Administrative Planet.
73. Well, first of all don't forget to go give a lecture so you can get back in touch with Raphide.
74. You shouldn't try to solve this puzzle until after you have met a Heechee named Exegesis.

- 75. First, you'll need to talk to Astatine.
- 76. Go ahead, try to take it.
- 77. You still need to escape from the black hole.
- 78. The lenses seem to be shooting out deadly rays of invisible light.
- 79. The index is covered by a shield.
- 80. Fogram didn't identify Solifluction under his proper name in the index.
- 81. Datafans can't get past the entrance.
- 82. He's the only one who knows about this TransWarp drive.
- 83. Try exploring a little, but be careful...
- 84. They're pretty alert – they'll see most anything that comes their way.
- 85. You're not going to have much luck while that terrorist is around.
- 86. Pay attention to how the terrorist locked the safe.
- 87. You'll have to get the terrorist to issue the right command.
- 88. Your goal is to stop the Artifact from reaching the Kugelblitz. The best way to do that is to destroy the Artifact.

SPECIFIC HINTS

This section contains specific hints to assist you in solving the numbered puzzles beginning on page 2.

1. The stairs look like they could be good in an emergency. There's even a sign on the stairwell door that says so.
2. You're being poisoned by gas.
3. Perhaps you could cut off its source of power.
4. Look at the console.
5. There's a dead specialist right in front of you.
6. The only way they can get to the Aquila before it takes off is to use the tram system.
7. You also need to time the explosion correctly.
8. The problem is a faulty sensor on the blue pipe in the Mechanical Room below the launch pad.
9. There is a diagnostic tool in the medicine kit in your cabin that will help you here.
10. A high white blood cell count is usually an indication of a bacterial infection. A high level of toxins suggests that there is poison present.
11. You don't have a weapon powerful enough to kill it.
12. Diana gave you something that will be of use here.
13. To solve this puzzle, you need to have activated the equipment in the terminal room.
14. If you talk to Diana, she will tell you how to get through the portal.
15. All the blob really wants is something to eat.

16. Perhaps the blob can help you.
17. Now that you're settled in the tree, you need some weapons.
18. Perhaps if you gave him a substitute, he would give you back the rod.
19. You've encountered something in this zoo environment already that should help you here.
20. They are wearing animal pelts. Perhaps you should do the same.
21. Try going north.
22. To get past him, you will have to show that your magic is more powerful than his.
23. You'll have to use some modern technology
24. Perhaps if you found something to light your way.
25. You'll never get by them while they're biting and stinging you like that.
26. The machine in the lab down the hall is just the thing.
27. Open the box and take it into the zoo. The creatures will crawl inside.
28. What you need to do is to change one of the nasty creatures into something less threatening.
29. The button in the lower left hand corner will be lit if any of the changes you have explored will affect the genetic structure of the creatures. Pressing that button will put those changes into effect.
30. Perhaps the same changes could take place on a larger scale.
31. Make faces at it?

32. You need to find the key to the clamp.
33. OK, so you knew that. What you have to do is slow him down long enough for you to really nail him.
34. Miki told you that the Oldest One's matrix is similar to the one that she is in.
35. You need to identify which of the cores controls the Engineering matrices.
36. You need to deactivate the matrix that the Oldest One is in.
37. The steering mechanism is on the console on the bridge.
38. Each of the zoos is a replica of real-life environments on planets that the Artifact found while exploring the universe.
39. Someone saw your ship land. Perhaps you can enlist a native as your guide, at least for a while.
40. Use his crystal structure to tune in Radio Free Luxembourg?
41. He will make copies of some of the things that you show him, and show you movies about things that he is interested in.
42. They have come together to do that which they cannot do separately.
43. They can only gather the white dust in small quantities.
44. He is showing you something that happened a long time ago.
45. It is the story of a mishap that happened long ago.

- 46.** You need to find something that will tell you which way the floor is sloping.
- 47.** There's a nice bowl in the sculpture garden.
- 48.** The hatch code was visible at one time.
- 49.** Push the button on the clamp, and then remove it from the drive mechanism. It is one of the two items you need to use to get out of the pit.
- 50.** The cave that the two kords went into in the movie had a distinguishing feature.
- 51.** You need a cutter like the one that the artist in the sculpture garden is using.
- 52.** By now, you've probably seen something, other than the monster and the lampreys, that can kill kords.
- 53.** You need to use a tool.
- 54.** You need something that will fit inside that depression.
- 55.** Press the button that looks like the bulkhead door on the Artifact.
- 56.** You can't open the hidden door.
- 57.** You have a hand.
- 58.** You need to get something else to go into the tunnel for you.
- 59.** The lampreys don't like the whining noise coming from the broken machine in the machine room. Perhaps you can break the machine in the hangar so it makes the same noise.
- 60.** The symbol on the control panel is the same as the one under the screen in the machine room.

61. Remote TV camera?
62. Look around for other things of interest in your quarters.
63. When you're done looking around, go back to your quarters.
64. Perhaps you can make him less alert. Something you find in your quarters might help you here.
65. Match the symbols in the disks on the floor with the elements they are paired with in Sterigma's prophecies.
66. You need to find something to hold up the column so you can take the Cohesion Field Generator.
67. The guidething at the Place of Seeing mentioned that they used a Gravity Lens as a safety device.
68. The river of sludge isn't solid enough to support your weight, but perhaps something lighter wouldn't sink right away.
69. You don't have a tool to open the disk.
70. Every ship that navigates in and out of a Black Hole needs one.
71. The sensor on the door is looking for something.
72. You can't get into the probes while they're in the hangar.
73. Once you've talked with Raphide, why don't you see if you can locate Astatine?
74. The name of the secret project that is being carried out behind this door is Aesthemis. You should have seen this name somewhere else on the Homeworld.
75. Don't take Astatine until you have got the prototype.

- 76. You won't be able to get the prototype until after you have talked with Raphide on the communicator in your quarters.
- 77. Things look pretty bleak. You probably should go talk to someone about it.
- 78. You can't solve this puzzle until you have taken something from the secret lab on the campus.
- 79. The cable housing is covered by a shield too, but only sometimes.
- 80. Fogram used another name.
- 81. Datastores can get by with no problem.
- 82. You need to take him somewhere where his knowledge can do you some good.
- 83. Try to find Diana.
- 84. Of course, they can't see what they can't see.
- 85. You're going to have to get the terrorist to leave.
- 86. The terrorist locked the safe with a voice command.
- 87. You'll also have to arrange for some way for the safe to hear the terrorist's command.
- 88. The last time you were on this ship, you narrowly averted its destruction by a crazed computer.

ANSWERS

This section contains the answers to the numbered puzzles beginning on page 2.

1. You need to make the building believe that there is an emergency. Either set something on fire, or for neater messages, break the SmartBuilding Control Unit.
2. Take the terrorist's gas mask and wear it.
3. Unplug the cable.
4. What you need to do here is to launch the Aquila.
5. Read the specialist's badge. Then look at the console, enter his badge number (A552), and select the Aquila Mission from the menu. Initiate the launch using the authentication code (AERIE) which Marie wrote on the slip of paper before she died.
6. You've got to disable the tram system.
7. After you have started the Aquila autolaunch, go to the Launch Pad. Pull the pin on the grenade and leave it in the tram station under the launch pad, or put it on the tram as it is making its rounds, or throw it onto the guideway from up on the gantry.
8. Remove the faulty sensor from the blue pipe, replace it with one of the good sensors from the red or yellow pipe, and then pull the lever. The refuelling will soon be complete and you will be ready to go.
9. Get the autodoc from the medicine kit in your cabin and put it on Diana.
10. Set the green dial to 4 (dosage of .40cc). Set the blue dial to 4 (Antitoxin). Prime the hypo by pushing the toggle. Inject Diana twice. Then, set the blue dial to 3 (Antibiotic) and inject her twice again. Wait a few minutes, and she will be fine.

11. If you can't kill it and you can't get by it, you will have to bypass it. From the cargo bay, go down the northeast corridor and then work your way towards the front of the ship through the zoos on the starboard side.
12. Plug the green cube into the jack in the access panel.
13. Go talk to Miki. She will give you the combination.
14. Hit the red sphere with the crystal rod, or put the rod in the portal. The sphere and the portal will change color, and you will be able to pass through.
15. Either jump over the ooze or simply go north.
16. Grab one of the spiny plants and jump back over the ooze. The blob will flow onto you in order to get at the plant. Jump back over the ooze, and the creature will be in blob heaven. Just stand back and watch him eat his way through the thicket, creating a nice hole for you.
17. Take a fruit pod. Throw the pod at a dinosaur. Repeat as necessary until all the beasts are unconscious.
18. Give him one of the red crystal eggs.
19. Use the metal bowl from the storage closet to collect some of the ooze. Pour it onto the tentacles. This will gum them up enough that you can take one of the crystal eggs.
20. Wear the pelt of the dead animal in the meadow. Then smear yourself with mud to kill your foreign scent.
21. Show the crystal rod to the chief.
22. Throw the vial of rubbing alcohol into the fire.

23. Set the hypo to deliver a maximum dosage of sedative. If you have either the thong or the bandage, then you can tie the hypo to the spear, and then throw the spear at the tiger.
24. Take the wood branch from the forest and put it in the fire. It will turn into a nice torch that will light your way through the cavern.
25. There isn't enough antitoxin in the hypo to get you through this zoo alive. You can't get by the stinging creatures.
26. You need to collect a few of the creatures and perform some experiments on them.
27. You've got to keep the creatures alive long enough to be useful. Take some green goo and put it in the box for them to eat. Then close up the box and go back to the lab. (And don't forget to give yourself a shot of antitoxin.)
28. Concentrate on those mandibles and stingers. Get rid of them and you're home free.
29. See the separate section on the Genetic Inducer for more details.
30. Take the creatures back to their native environment and open up the box. The changes will soon spread through the rest of the population.
31. Nope. You're gonna have to use that gun.
32. The key is right on the clamp. Turn it.
33. Shoot the sensor first. That will blind the robot. then you can shoot him to your heart's content.
34. Go to each of the four computer rooms and pull all the green cores. This will disable the matrix that the Oldest One lives in.

35. Pull the blue cores in three of the four computer rooms. This will eliminate the redundant Engineering matrices, leaving the Oldest One no room to hide.
36. Return to the aft section of the ship and pull out the green cube in the Terminal Room.
37. You need to enter the course code for Earth onto the ship's navigational console.
38. On the obelisk outside each of the zoos is written the course code that identifies the location of each of these planets. The course code for Earth is written on the obelisk outside the zoo that contained the proto-human ape men. Examine the slip of paper that you have been carrying, and you will see the course codes written on it.
39. The kord who saw you land will lead you to the village. After that, you're on your own. (Or you can use the map found elsewhere in this hintbook.)
40. The only thing you can do with him is show him things and watch his movies.
41. Show him the ice carving of the cutter tool and the bowl. Also show him the carving of the gem.
42. They have gathered here to eat. To learn more, try taking some of the dust.
43. Each time they go to gather the precious dust, one of their number must sacrifice himself to the monster that lives in the spring so that the others might get by.
44. Long ago, another Heechee escape ship landed on the planet, but it was not as fortunate as yours. The fuel tank exploded, and the ship slammed into the ice, forming a huge crater. Over time, the crater was covered by a glacier, but then a series of cracks appeared in the glacier that allowed the kords to travel through

a maze to the center, where the ship was buried. Once there, they could not get inside the ship, but they did make a faithful replica of it, which you can find in the sculpture garden.

45. It is the story of two kords exploring a cave. They happened on a red crystal life form that seems to grow by sucking the life out of other crystalline creatures, such as the kords.
46. Get some water from the spring and pour it on the floor. The way the water runs is the way you want to go. (You may also refer to the map found elsewhere in this hintbook, but if you don't use the water method, you won't get all the points in the game.)
47. The ice bowl will melt in the hot water. You need to show the bowl to the artist kord. He'll make a durable crystal copy for you, and that's what you can use to carry the water.
48. When the ship first landed, the hatch code was visible. The person who carved the replica of the ship, included the code in the carving. Get the carving from the sculpture garden and look at it. Then enter those numbers on the keypad.
49. Put one of the clamps on the ground and make sure that it is still humming. Put the other clamp, not humming, on top of it. Step on the clamp, then push the button. The fields of similar polarity will repel each other, and propel you up and out of the pit.
50. Go into the cave with the large ice spikes out front.
51. Take the ice carving of the cutter from the sculpture garden. Show it to the artist, and he will make you a hardened copy of it. Use this new cutter to cut the dead kord loose from the wall.

52. If you go into the right cave, you will find a kord whose body has been taken over by a red crystal life form. If you take that red kord and throw it into the pool, the same thing that killed the kord will kill the monster.
53. Use the cutter.
54. Put the pod that you found in the Heechee ship into the depression.
55. The control module is a remote control for a robot. The upper symbol is the "open door" symbol. The lower symbol is the "do something" symbol. The four arrows are directional arrows for moving the robot around.
56. You need to activate the robot and use it to open the hidden door.
57. Press the handprint.
58. Find the control module for the robot and steer him into the access tunnel. When it gets to the end, press the trident symbol (but only after you have turned on the power to the rest of the station).
59. Hit the tuning fork against the squat black machine in the hangar. The tone will crack the crystal inside the shield, and the machine will start making the same noises as the machine in the other room, driving the lampreys away.
60. You need to press the button on the control panel that matches the color that is currently displayed on the screen in the machine room.
61. Leave the remotely controlled robot in the machine room, activate the module while you are in the ship, and use either the unique designs or the length of the meter to determine what color is on the screen.

62. Get in the tram that goes to the Place of Learning and give a lecture.
63. Return to your quarters and read your messages.
64. In the cabinet in your quarters is a pouch of sleeping powder. Pour it into the guard's thermos when he isn't looking.
65. Turn the wings to air, the knife to the fire, the plant to the water, and the hammer to the stone.
66. Dig up some ironweed seeds from the garden in the city. Plant them at the dig site and they will grow up around the column.
67. There is a Gravity Lens at the bottom of the shaft underneath the Place of Seeing.
68. Get the Cohesion Field Generator from the Archaeological Dig Site. Put it on the sludge and then press the red button.
69. Jump from anywhere in the shaft and the sensors will detect an object falling at an unsafe speed. This will cause the disk to open and the lens to operate, breaking your fall and making it possible for you to take the lens.
70. Each of the probes in the Hangar at the Administrative Center has a nav data chip in it.
71. The sensor on the door is looking for a Science Badge. Wear the one you got when you solved the puzzle at the Archaeological Dig Site.
72. You'll have to send a probe somewhere where you can disassemble it in private. Try the Archaeological Dig Site, or the Temple landing site. (If you can't launch the probe, then see the hints on getting into the command center.)

73. Astatine is in the secret building to the west of the quad.
74. Aesthemis is the name of one of the constellations you can see in the Place of Seeing. If you create the outline of the constellation on the keypad, the door will open.
- | | | | | |
|---|---|---|---|---|
| * | • | • | • | • |
| • | • | • | * | • |
| • | * | • | • | • |
| * | • | * | • | • |
| • | • | • | • | * |
75. Once you have received the code to activate the prototype demonstration, you can safely remove Astatine's datastore from the wall.
76. Once you have spoken with Astatine, ask him to show you the demonstration of the prototype. He will give you a code to enter on the keypad. Take the visor that's hanging on the wall and then put it on. Enter the code, and when the beam of light is straight, take the prototype.
77. Go back to the Temple and talk to Exegesis.
78. Wear the prototype and push the stud. It will bend the beams of invisible light around you and you will be able to walk down the corridor.
79. Wait until the sparks from the loose cable scar the housing and the workthing comes out to remove the shield. Grab one end of the cable, then touch it to the index. This will scar the shield in the same way, and the robot workthing will dutifully come along to replace it. While he has taken away the defective screen, you will have a few moments to work with the index before it comes back.
80. Fogram used the name, "Traitor"

81. Put the datafan on top of the datastore, and then press the "Download" switch. Then remove the fan and you'll be able to get out of there.
82. Take the datastore to Convergence.
83. Go to the cargo bay, and then up into the storage room where you first met Diana.
84. Wear the prototype and push the stud. This will make you invisible and give you the run of the aft portion of the Artifact.
85. Go to the dream room, lie down on the couch, and select the option that tells the terrorist to go to the bridge.
86. The safe can only be opened by a voice command from the terrorist.
87. Get the radio from the Aquila. Put it down next to the safe. Then go to the dream room, and select the command that includes the words, "Safe. Open." The terrorist will utter these words into the radio, and the safe will pop open.
88. Put the green cube back on the connector. The Oldest One will come back to life, and you'll have just enough time to hop in your ship and skedaddle.

SCORING

For those of you who won't rest until you have completely unraveled our game code, this section will show you how to plumb the depths of our game writer's brains and gain the highest possible score.

Number of Points	Achievement
---------------------	-------------

Earth

- | | |
|----|--|
| 10 | Creating an emergency in your condo, either by setting it on fire or by breaking the SmartBuilding Unit. |
| 10 | Getting up to the roof |
| 5 | Getting the grenade |
| 5 | Getting the gas mask |
| 5 | Getting the radio |
| 5 | Getting the slip of paper |
| 10 | Unplugging the rogue robot arm in the lab |
| 5 | Getting the tuning fork |
| 5 | Reading the dead specialist's white badge |
| 25 | Initiating the autolaunch |
| 10 | Putting a good sensor on the blue pipe |
| 25 | Finish the fueling of the ship by pushing the lever |
| 15 | Blowing up the tram |

135

The Aft Section of the Artifact

- | | |
|----|--|
| 5 | Getting the vial |
| 5 | Getting the hypo |
| 5 | Opening the blue box |
| 5 | Getting the metal bowl |
| 5 | Getting the red crystal rod |
| 15 | Lowering Diana's temperature or toxin levels |
| 15 | Getting the green crystal cube |
| 5 | Opening the access panel in the terminal room |
| 15 | Plugging the green crystal cube into the jack in the terminal room |

Number of Points	Achievement
---------------------	-------------

15	Getting the keypad code for the bulkhead in the northeast corridor
----	--

20	Opening the bulkhead in the northeast corridor
----	--

110

The Second Zoo

5	Getting the branch
---	--------------------

5	Taking the animal skin
---	------------------------

5	Wearing the animal skin
---	-------------------------

10	Covering yourself with mud
----	----------------------------

10	Getting past the ape men
----	--------------------------

10	Exploding the vial of alcohol with fire
----	---

10	Tying the hypo to the spear
----	-----------------------------

20	Knocking out the tiger
----	------------------------

10	Lighting the branch to make a torch
----	-------------------------------------

85

The Third Zoo

5	Taking the specimen cage
---	--------------------------

5	Opening the specimen cage
---	---------------------------

5	Getting some goo
---	------------------

10	Getting some of the nasty creatures into the cage
----	---

10	Closing the cage with some of the nasty creatures inside
----	--

20	Getting past the transformed creatures
----	--

55

The Forward Section of the Artifact

10	Turning the key to free the clamp in the equipment room
----	---

10	Getting the gun in the equipment room
----	---------------------------------------

20	Shooting the sensor in the equipment room
----	---

25	Killing the spider robot
----	--------------------------

15	Pulling the green core to stop the Oldest One from sucking out air
----	--

15	Pulling the blue core to disable the Engineering sections
----	---

Number of Points	Achievement
---------------------	-------------

25	Unplugging the green cube to stop the countdown.
----	--

40	Entering the course code for Earth to fly home
----	--

160	
-----	--

The Kord Village

5	Getting the magnetic clamp
---	----------------------------

5	Getting the compass
---	---------------------

10	Entering the home of the ancient kord
----	---------------------------------------

10	Seeing the kord movie about collecting the white dust
----	---

5	Examining the ice ship to get the hatch entry code
---	--

10	Getting a kord to make you a crystal bowl
----	---

10	Getting the artist to make you a crystal cutter
----	---

10	Seeing the kord movie of the two kords in the crystal cave
----	--

65	
----	--

The Glacier

20	Pouring water in order to find your way through the maze
----	--

10	Getting to the center of the glacier
----	--------------------------------------

5	Entering the pit
---	------------------

5	Getting the corroded clamp
---	----------------------------

10	Unlocking the ship's hatch
----	----------------------------

10	Taking the pod from the Heechee
----	---------------------------------

20	Getting out of the pit
----	------------------------

80	
----	--

The Monster in the Spring and Beyond

10	Getting into the crystal cave
----	-------------------------------

10	Cutting the red crystal kord free from the wall
----	---

5	Picking up the dead kord
---	--------------------------

20	Killing the monster in the spring
----	-----------------------------------

45	
----	--

The Rescue Station

10	Scraping the ice off the cliff wall
----	-------------------------------------

10	Getting into the rescue station
----	---------------------------------

Number of Points	Achievement
---------------------	-------------

- | | |
|----|--|
| 5 | Getting the robot control module |
| 10 | Turning on the power by pressing the handprint |
| 10 | Using the robot to open the roof |
| 25 | Cracking the crystal with the tuning fork |
| 50 | Pressing the correctly colored button to launch the ship |

120

The Lectures

- | | |
|----|---|
| 5 | Getting the pouch |
| 10 | Drugging the Heechee escort |
| 10 | Meeting Macropterous |
| 10 | Putting the temple course card into the ship's computer |
| 15 | Entering the secret temple |

50

Fixing Your Ship

- | | |
|----|--|
| 10 | Putting the dig site's course card into the ship's computer |
| 15 | Addressing Raphide during a lecture |
| 5 | Uncovering the Ironweed seeds |
| 5 | Getting the Ironweed seeds |
| 15 | Planting the Ironweed seeds at the Archaeological site |
| 5 | Getting the Cohesion Field Generator |
| 5 | Getting the science badge |
| 15 | Freezing the sewage |
| 20 | Jumping in the shaft to activate the gravity lens |
| 10 | Getting the gravity lens |
| 10 | Entering the command center in the administrative center |
| 10 | Firing a probe off to either the Temple or the Archaeological site |

125

Number of Points	Achievement
---------------------	-------------

Getting the Transwarp Drive

15	Getting inside the secret laboratory
10	Taking Astatine's datastore
15	Getting the lightbending prototype
10	Having Raphide kill Astatine
15	Passing the lasers to enter the datavaults
10	Grabbing the frayed wire
10	Scorching the shield on the index case
25	Entering "Traitor" into the index
10	Getting the Solifluction datafan from the workthing
15	Downloading Solifluction's datafan into your datastore
50	Delivering Solifluction to Convergence
185	

Endgame

15	Meeting Diana again
20	Getting past the guard into the dream room
20	Getting the leader to leave the terminal room
10	Getting the radio
30	Putting the radio next to the safe
40	Opening the safe with the terrorist's voice command
20	Taking the green crystal from the safe
100	Putting in the green cube to reactivate the Oldest One
255	
1600	GRAND TOTAL

Note: In the "OK, We Admit it, We're Not Perfect" category, if you inject Diana with the antibiotic before the antitoxin, you will be able to finish the game with 1615 points. No you won't get a prize.

TIPS FOR USING ALTERNATE INTERFACES

Genetic Inducer, Robot Remote Control, Temple of Sterigma

Although most of the interfaces in this game are intuitive, some require experimentation to operate them efficiently. We think that part of the fun is to try and figure out this alien technology, but if you are just plain frustrated, this section will give you the background information and specific operating instructions you need.

Genetic Inducer

On Heechee Heaven, between the second and third zoos, you will discover a strange machine known as a Genetic Inducer. This machine allows you to analyze the molecular structure of stinging creatures in the third zoo and modify their body structure.

After you specify how you wish to alter the creature, the Inducer will build a virus that will change the DNA that controls the targeted body part. The virus will be communicable through the air, so it will readily infect any other creatures within a limited range. Fortunately, the virus will have no effect on you or your DNA. For the Inducer to work, the creature you are modifying must be in the container on the platform.

The Genetic Inducer has eight buttons. To turn on the machine, press the on/off button in the upper left corner of the screen. After the unit powers up, it will analyze the contents of the container on the platform. If the container is empty (or isn't on the platform) the Inducer will display a warning message (in Heechee of course), and then perform

an auto-shutdown. If live creatures from the third zoo are in the container on the platform, then the Inducer will display their current structure.

To manipulate the creature's molecular structure, you may choose to work on either the Creature Level or the Gene Level. The visual or Creature Level allows you to see the changes you could potentially make in this life form. On the Gene Level, you see a close-up view of the gene changes which are taking place.

Creature Level

The Genetic Inducer initially operates in this level with the bright red cursor indicating the body part selected for manipulation. To move the cursor around the creature's body, press the second set of up and down arrow keys. When you have selected a body part, press the left and right arrow keys to display a picture of how the creature will look. If you decide to implement this change, press the "implement change" button at the lower left corner of the screen.

Gene Level

Pressing the buttons immediately below the on/off button allows you to zoom in and out of the Gene Level. At this level you will see a display of the genes selected for modification. Use the two pairs of buttons below the zoom buttons to select a gene (body part) for modification and to select a change. Use the up and down arrows to move the green gene selection box. Press the left and right buttons to move the genome selection box. Each change has a varying number of permutations. Unfortunately, all the labels are in Heechee, so they aren't very informative.

The changes displayed will have no effect until the final button is pressed. If you have specified a change to the creature's genetic structure, the button in the bottom left corner will be surrounded by a red highlight. Pressing this button will generate a virus and immediately infect the creatures in the box. Once you have implemented a change, you can zoom out to see how the change has affected the

creature. If you wish to exit without making any changes, simply press the on/off button in the upper left hand corner.

Be careful, the creatures may become more dangerous than they were when you started.

Robot Remote Control

In the rescue station's machine room on the Ice Planet, you will discover a discarded remote control module. When you examine the control, a new interface will appear. The remote control is linked to a robot locked inside a supply room. With it, you can move the robot around the station, see what it sees, and have it perform certain tasks for you.

The screen at the top displays what is currently in front of the robot. Along with the visual information, the robot is relaying other facts about the area. Unfortunately, all this data is printed in Heechee, which you don't understand.

Under the screen, you'll see six buttons. Four of them are set up like arrows. Each of these buttons represents a cardinal direction: north, south, east, or west. Pressing them will cause the robot to attempt to move in that direction. If movement is impossible, the robot will sit still.

The other two buttons have special functions. The one with the bulkhead symbol will open any doors in the immediate area. If you press this button while the robot is still in the supply room, a door will open or close, depending on the door's current state. The other button with the trident symbol will extend the robot's retractable arm which may allow it to operate some of the controls in the station.

Temple of Sterigma

The Temple of Sterigma is located on the Heechee's ancestral homeworld. It was created long before the Heechee fled into the Black Hole, when they still had a healthy interest in religion. They worshiped the elements: stone, air, fire, and water. The temple was built to pay homage to these gods, as well as to conceal a meeting place for the religious order.

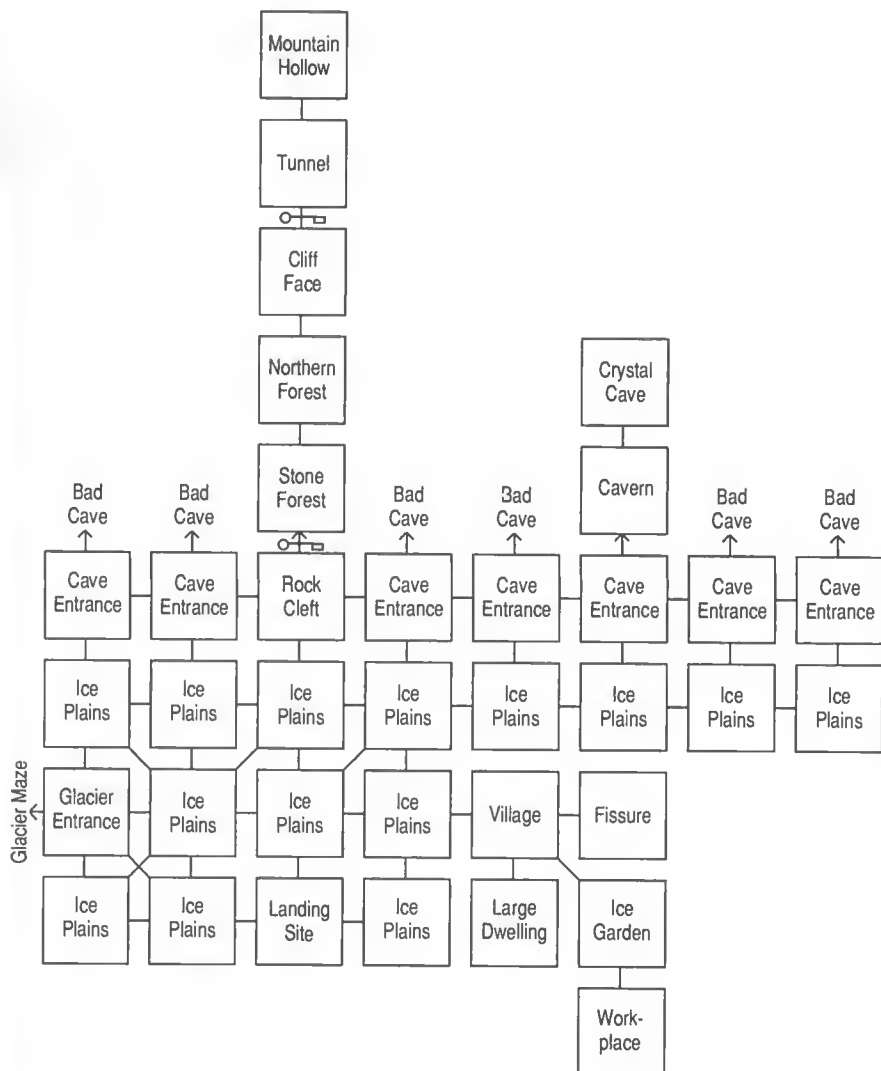
The temple featured one altar for each element. The northern altar was dedicated to air, the eastern altar to fire, the southern altar to water, and the western altar to stone.

In the center of the temple are moveable stone disks. Each is graven with an icon: a plant, a hammer, a dagger, and a set of wings. If you touch the icons, an overhead view of the temple will appear. You will see the altars around the perimeter as well as the four stone disks in the center. Clicking on a disk will turn it clockwise ninety degrees and point it to a new element. When you match the correct symbols with the correct elements, the temple will open.

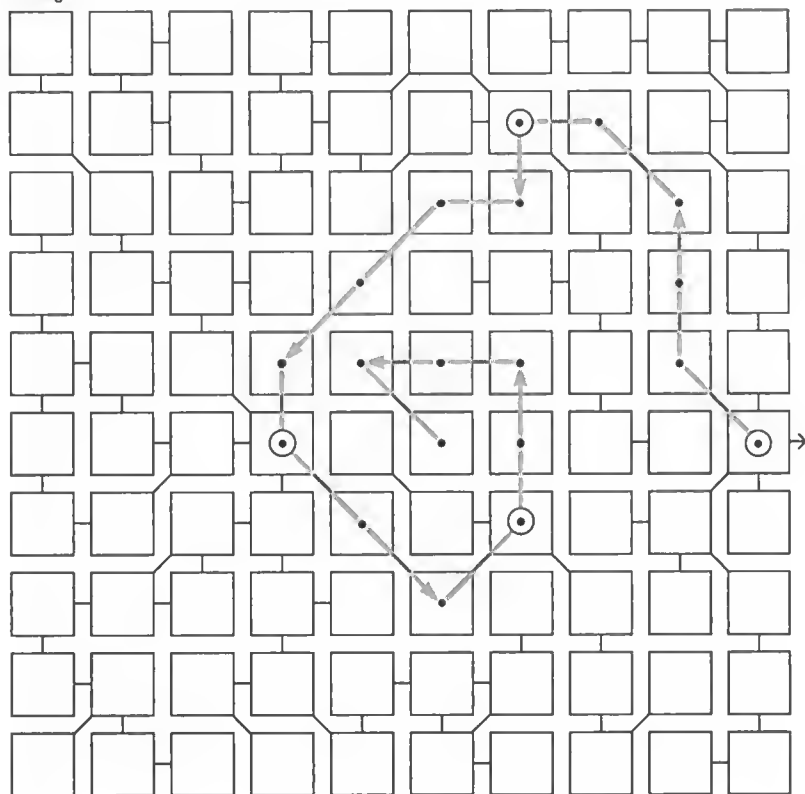
MAPS

The on-screen mapping function will not give you maps of the Ice Planet, the Glacier Maze or the Heechee City so we have included them here.

Ice Planet

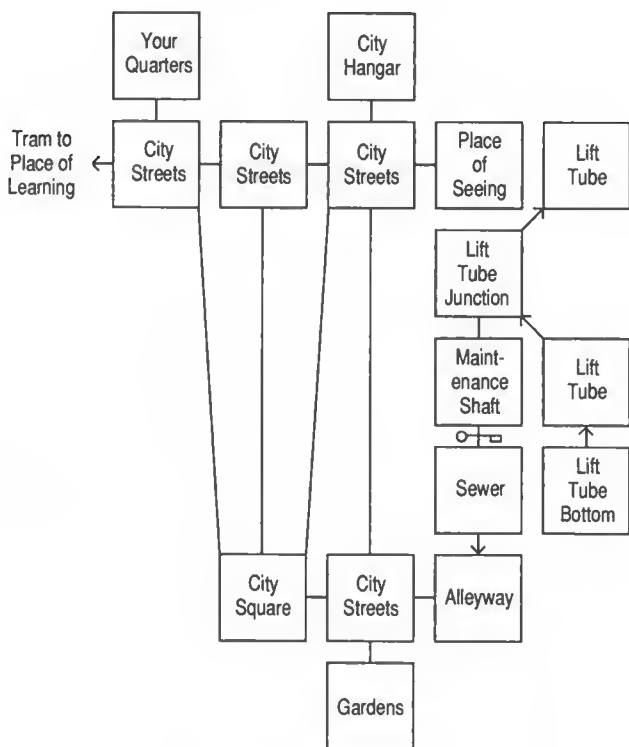


Glacier Passage



- 39

Heechee City



INPUT WALKTHROUGH

Whether you are interested in a quick tour of *Gateway II: HOMEWORLD*, or you are really, really, really lost, this input list will help you out. By no means the only path through the game, this section takes you on an efficient path through the game and allows you to score a winning number of points.

Part 1: Earth

Beginnings

Southwest
Take matchbook
Take fax
Read fax
Out
Wait [Gateway Exec message]
Wait [FBI agent message]
Burn trash
Southeast
South
Open door
Up

The Conference Room

Take radio
Take paper
Take mask
Take hand grenade
Wear mask
Read paper
Out
Unplug cable
Take fork
Down
Wait [until tram arrives]
Get in tram
Wait [until next stop]
Out
Up

Mission Control

Examine specialist
Examine badge
Read badge
Examine console:
 A552
 Select Aquila Mission
 Authorization: AERIE
Down
Wait [until tram arrives]
Get in tram
Wait [until next stop]
Out

Launch Pad

Pull pin
Drop grenade
Up
Take red sensor
Take blue sensor
Put red sensor on blue pipe
Pull lever
Up
In
In
Sit in command chair
Wait [Until ship takes off]

Part 2: The Artifact

On your ship

Out
Open medikit

Take hypo unit
Take autodoc
Take vial
Open door
Out
Open door
North
North
Up

In the Storage Room

Open box
Take bowl
Take rod
Put autodoc on Diana
Turn blue dial to 4
Turn green dial to 4
Push toggle
Inject Diana
Inject Diana
Turn blue dial to 3
Inject Diana
Inject Diana
Wait [Until Diana recovers]
Talk to Diana
Down
East
East

In the Terminal Room

Open panel
Put cube in receptor
Push button:
 Talk to Miki
 Get the bulkhead code
West
West
Northeast
Northeast
Examine keypad:
Enter bulkhead code
Northeast
Northeast
Examine obelisk
Touch portal with rod
North

The First Zoo

North
Take twig
South
North
Take ooze with bowl
Northeast
Climb tree
Take pod
Throw it at dino
Take pod
Throw it at dino
Take pod
Throw it at dino
Wait
Wait
Wait
Northwest
Empty bowl on tentacles
Take egg
West
Give egg to lizard
Take rod
East
Touch portal with rod
North

The Second Zoo

North
North
Examine obelisk
Touch portal with rod
North
Up
Northwest
Take branch
Southeast
Take skin
Wear skin
Take mud
Northeast
North
Northeast
Take thong
North
North

Show rod to chief
Throw vial in fire
Tie hypo to spear
Turn blue dial to 6
Turn green dial to 5
Throw spear at tiger
Southeast
Northeast
Put branch in fire
North
Northwest
Northwest
Touch portal with rod
North

The Third Zoo

North
North
Take cage
Open cage
North
North
Examine obelisk
Touch portal with rod
North
North
Take goo
Put goo in cage
Close cage
South
Touch portal with rod
South
South
Put cage on platform
Examine screen:
 Use Inducer to change
 mandibles & stingers
Take cage
North
North
Touch portal with rod
North
North
Open cage
Wait [until creatures all
change]
Turn blue dial to 4

Turn green dial to 4
Inject me
Inject me
North
North
Touch portal with rod
North

The Spider Robot

Northwest
Open door
West
Turn key
Take gun
Shoot sensor
Shoot robot
North
Open panel

The Oldest One

Pull green core
Northwest
Open panel
Pull green core
Northeast
Open panel
Pull green core
Southeast
Open Panel
Pull green core
Pull blue core
Southwest
Pull blue core
Northwest
Pull blue core
Southeast
South (6 times)
East
East
Pull cube

Flying Home

West
West
North (6 times)
Northeast

Northwest
North
Examine console:
Select the course code that
matches the pattern on the
obelisk outside the second
zoo.

Part 3: The Ice Planet

The Landing Site

Take clamp
Take compass
Wait
East
North
East
South
North
East
Examine dust
West
Southeast
Take lamprey carving
Take worm carving
Take ship carving
Take gem carving
Take bowl carving
Take cutter carving
South
Show lamprey to artist
Show gem to artist
Show bowl to artist
Show cutter to artist
North
Northwest
West
West
North
North
Fill bowl with water
South
South
West
West

The Glacier

West
Pour water
Northwest
Pour water
South
Pour water
Southeast
Pour water
North
Down
Examine ship carving
Examine keypad:
Enter code from carving
Open hatch
Take pod
Open panel
Push blue button
Take clamp
Drop corroded clamp
Put clean clamp on corroded
clamp
Step on clamp
Push red button
Out
East
East
North
North

The Monster and Beyond

East
East
East
North (8 times)
Take kord with cutter
Take kord
South
West
West
Throw kord at monster
Wait [until monster dies]
North
North
North

Scrape ice with cutter
Wait [until diggle makes hole]
North
North
Put pyramid in impression

The Rescue station

East
Take control module
Examine module:
 In interface, push "bulk-
 head" button, and then the
 right arrow button three
 times, then the "bulkhead"
 button again.

East
Push handprint
West
West
North
Hit fork
Up

Examine module:
 In interface, push left arrow
 button once, then up arrow
 button three times, then
 the "trident" button, then
 down arrow three times,
 then right arrow button
 once.

Push [color] button:
 The color to push is the one
 that is being displayed in
 the machine room, as dis-
 played by the robot. You
 can tell which color is on
 the screen by the length of
 the bar underneath.

Part 4: Heechee **Homeworld**

Your Quarters

Examine communicator
Take pod
Take pouch

Wear pod
Out
West
South
Wait [until escort looks away]
Put powder in thermos
Wait [until green light comes
 on]
West
Out
East
North
Examine communicator
Out
West
Wait until 2:55
Northeast
Wait [Until Macropterous
 arrives]

The White Hand

Out
East
Southeast
Wait [Until prophet repeats
 himself]
East
South
Move dirt
Take seeds
North
North
North
In
Examine panel:
 Choose unmarked code
Out
North
Turn disks:
 Turn wings to sky
 Turn knife to fire
 Turn plant to water
 Turn hammer to stone
 This will bring you down to
 talk to Exegesis

Select "Where do you think I
might get a field generator?"

The Field Generator

Out

South

In

Examine panel:

Choose unmarked code

Out

North

Plant seeds

Push red button

Take generator

The Gravity Lens

Take badge

Examine badge

Out

In

Examine panel:

Choose City Hangar

Out

South

South

East

North

Put generator on sewage

Push button

North

North

Jump

Take lens

Open pod

Put all in pod

Up (4 times)

Out

Out

Push button

Take generator

The Nav Data Chip

Out

West

North

North

In

Examine panel:

Choose Administration

Planet Code

Out

North

Examine console:

Punch in a code that matches
the Temple code on your
own ship control panel

Out

Wait

In

Examine panel:

Choose Temple code

Out

North

Down

In conversation with
Exegesis, he will tell you
about the TransWarp
Drive.

The TransWarp Drive

Out

South

In

Examine Panel:

Choose City code

Out

South

Wait [until Place of Seeing
opens]

East

Wait [until telescope is in
place]

Look through telescope:

Make note of shape of
Aesthemis Constellation

Wait [until you are back at
ground level]

West (4 times)

South

Wait until 8:00

West

Out
 East
 North
 Examine Communicator
 Out
 West
 West
 Press the buttons in the
 shape of the Aesthemis
 Constellation
 Take visor
 Wear visor
 Take prototype
 In conversation, learn demo
 code from Astatine and
 convince him to free his
 datastore lock.
 Take Astatine
 Examine keypad
 Enter code Astatine gave
 you
 Wait [until light beams are
 straight]
 Take prototype
 Out
 East
 North
 Examine communicator
 Out
 East
 East
 North
 In
 Examine Panel:
 Choose Temple code
 Out
 North
 Down
 Exegesis will tell you about
 Datavaults

The Datavaults
 Out
 South
 In
 Examine panel:

Choose Administration
 Planet code
 Out
 East
 Southeast
 Wear prototype
 Push stud
 East
 Wait [until robot removes
 shield]
 Take cable
 Touch cable to index
 Wait [until robot removes case]
 Examine index:
 Enter "traitor", which will
 give you a datafan code
 number
 East
 Examine keypad:
 Enter datafan code number
 Put datafan on datastore
 Push download switch
 Remove fan
 Drop fan
 West
 Wait [until prototype is
 recharged]
 Press stud
 West
 Northwest
 West
 In
 Examine panel:
 Choose Temple code
 North
 Down

Part 5: The Endgame

Back on the Artifact
 Out
 Open door
 Northeast
 Northeast
 Talk to Diana
 Wear Prototype

Push stud
West
West
Lie on couch
 Choose dialogue that sends
 the leader to the bridge of
 the ship
East
East
South
South
South
Take radio
North
North
North
East
East
Drop radio
West
West
Wait [until prototype
 recharges]
Push stud
West
West
Lie on couch
 Choose dialogue that con-
 tains the instructions,
 "Safe. Open..."
East (4 times)
Take cube
Put cube in matrix

Congratulations! You have saved the world!

